MORALE

CW level	ROLL DICE PER CLASS ≥13	11–12	9–10	7–8	5–6	3–4	1–2	0≥
18–19	NE	NE	NE	NE	NE	NE	NE	SH
16–17	NE	NE	NE	NE	NE	NE	SH	SH
14–15	NE	NE	NE	NE	NE	NE	SH	DO
12–13	NE	NE	NE	NE	NE	SH	DO	DOR
9–11	NE	NE	NE	NE	SH	DO	DOR	Brok
6–8	NE	NE	NE	SH	DO	DOR	Brok	Rout
3–5	NE	DO	DOR	Brok	Brok	Rout	Rout	Surr
0–2	NE	DOR	Brok	Brok	Rout	Rout	Surr	Surr

If unit rolls a "surrender" within 2" of enemy Inf./Cav. in good order, it surrenders, otherwise routs.

Status/Situation	
No Div Integrity	-2
Shaken	-2
Disordered	-3
Broken	-4
50% or more losses	-5
Out-of-Ammo	-3
Fired on Flank	-5
In Firefight	+1
Cover	
Flanks Covered	+1
Sparse Cover	+1
Light Cover	+2
Medium Cover	+3
Heavy Cover	+4
Entrenched	+5
Downhill	-1
Command	
Div at Rgt or Bde	IL
Corps/Army…	
(at regt)	IL+1
(at Bde)	IL

Morale Loss Move	
DOR	5" back/facing
Brok	10" back/away
Rout	12" back/remove

Duration of Loss	
Shaken	Full Turn
Disordered	Full Turn
Broken	2 Full Turns
Rout	Unit Removed

Check morale every time:

- Hit after class break point (30% ELITE, 20% LINE, 10% CONSCRIPT)
- Flank or rear fired on (SHORT & CLOSE range only)
- Friendly unit within 3" breaks or routs
- Fired on after losing 50%
- Disordered or worse unit PASSES THROUGH.

Only 1 officer from each command level may be attached to a given formation at the same time.

Leader Attachment

	DIV	CORPS	ARMY
Sup	9	7	5
Exc	8	6	4
Good	7	5	3
Avg	6	4	2
Poor	5	3	1

Crash Through

12+	NE
10-11	Smk
4-9	Smk/Shaken
3-	Smk/DO

Attacker and Defender roll Class Dice
Both modify the die rolls, and the Defender's roll is subtracted from the Attacker's

Charge in the Open

11+	The defender rolls 1d10 to determine the percentage of the unit which surrenders. The remaining figures rout. Attacker may occupy.
9 to 10	Defender routs. Attacker may continue
7 to 8	Defender falls back broken. Attacker may occupy and fire.
5 to 6	Defender recoils disordered. Attacker may occupy and fire.
3 to 4	Defender recoils 2". Attacker may occupy and fire.
1 to 2	FIREFIGHT
0	MELEE!
-1 to -2	FIREFIGHT
-3 to -4	Attacker halts at 3" and may fire
-5 to -7	Attacker staggers to a halt at 4", disordered and may fire
-8 to -9	Attacker is thrown back broken
-10 to -11	Attacker disintegrates nto a rout
-12+	The attacker rolls 1d10 to determine the percentage of the unit which surrenders. The remaining figures rout. Attacker may occupy.

Charge in Cover

11+	The defender rolls 1d10 to determine the percentage of the unit which surrenders. The remaining figures rout. Attacker may occupy.
10	Defender routs. Attacker may continue
9	Defender falls back broken. Attacker may occupy and fire.
8	Defender recoils disordered. Attacker may occupy and fire.
7	Defender recoils 2". Attacker may occupy and fire.
6	FIREFIGHT
0 – 5	MELEE!
-1 to -2	FIREFIGHT
-3 to -4	Attacker halts at 3" and may fire
-5 to -7	Attacker staggers to a halt at 4", disordered and may fire
-8 to -9	Attacker is thrown back broken
-10 to -11	Attacker disintegrates nto a rout
-12+	The attacker rolls 1d10 to determine the percentage of the unit which surrenders. The remaining figures rout. Attacker may occupy.

Attacker

Shaken	-2
Disordered	-4
Standing Cav	-3
Rout/Broken	NA
Closing Cas. ea. 10%	-2
Mass… 1.5x	+2
2x	+3
3x	+4
4x	+5
ChargeDownhill	+1
Cav vs. Inf Line	+6
Cav vs. General	+7
Cav vs.Inf Col	+4
Cav vs. Square	-5
Cav vs. Closed Column	-2
Hv Cav vs. Lt Cav	+4
Inf vs. Square	+4
Leader attached	+IL
Charging Flank	+6
Charging Rear	+8
CW difference, ea	±1

Defender

Shaken	-2
Disordered	-4
Rout/Broken	-9
Mass… 1.5x	+2
2x	+3
3x	+4
4x	+5
Secure Flanks, ea	+1
General Order	-2
In light cover	+1
In Medium Cover	+3
In Heavy Cover	+5

Cavalry does not Firefight. Therefore, if the result of a charge involving cavalry is fire-fight, shift the result inward (melee) if a purely cavalry action, or outward if infantry or artillery is involved.
Note: Cavalry units do not have to remain within 4" of facing infantry or artillery. Cavalry always has the option of adjusting its position to be outside 4".

Melee

Both sides roll 1d10 and add modifiers. The high modified roll wins. The loser takes casualty step losses equal to the difference of the modified die rolls. The winner takes casualty step losses equal to the difference of the unmodified die rolls. Both sides check morale, and if neither retreats, the melee continues.

Pursuit

There is no pursuit allowed from a melee. All participants of a melee are concidered at least disordered.
Both infantry and cavalry may continue a charge if the charge result involves occupying the original target's position and the distance from the position occupied to the next target is less than 4" (infantry) or 6" (cavalry).
Cavalry may "Ride Down" infantry which loses a charge in the dotted line area. Prior to the retreat a round of melee is fought with the infantry's melee modifier reduced by -8.

FIRE ACTION

inf/cav stands	Roll 1d10 plus Mods 15+	14	13	12–10	9–7	6–4	3	2	1	0	Arty tubes
Half	1	1	0	0	0	0	0	0	0	0	1
1	3	3	2	2	1	1	0	0	0	0	2
2	5	4	4	3	3	2	2	1	1	0	4
3	6	5	5	4	4	3	3	2	2	1	6
4	7	6	6	5	5	4	4	3	3	2	8
5	8	7	7	6	6	5	5	4	4	3	10
6	9	8	8	7	7	6	6	5	5	4	12
7	10	9	9	8	8	7	7	6	6	5	
8	11	10	10	9	9	8	8	7	7	6	
9	12	11	11	10	10	9	9	8	8	7	

Small Arms	
Add'l ammo pt.	+1
Scrounging ammo	-3
Initial Volley	+2
Artillery	
4 AP ROF	+2
3 AP ROF	+1
1 AP ROF	-1
Initial Fire	+1
Ricochet Fire	-2
Firer Moving	
Infantry over half	-1
Btn Guns under half	-1
Btn Guns over half	NA
Morale	
Shaken	-2
Disordered	-4
Rout/Broken	NA

Terrain/Cover	
Sparse Cover	-1
Light Cover	-3
Medium Cover	-5
Heavy Cover	-8
In Smoke	-2
Target	
Flank	+5
Square	+5
Closed Column	+3
Open Order troops in cover	-5
Counter Battery… (ball)	-7
(cannister)	-4
Small Arms at Arty	-5
Def. Fire Range	
Small Arms	4"
Artillery	Short

A natural roll of 9 causes an additional AP to be spent.
A natural roll of 10, roll again
(1-7 = 1 AP, 8-9 = 2 AP, 10 = 3 AP)

- Infantry Stands are 3 castings
- Rolls modified to 0≥ = NE
- Units in the same brigade may combine their action when range, status, cover are all equal.

Fire Discipline

Dice Roll	Situation: Normal	Smoke	Firefight
10+	free	free	free
9	free	1" fire	fire
8	free	2" fire	FF
7	1" fire	4" fire	FF
6	2" fire	1" FF	FF
5	4" fire	2" FF	FF
4	1" FF	4" FF	FF
3	2" FF	4" FF	FF
2-	4" FF	4" FF	FF

range only matters during approach fire

Infantry

Range/Effect		
Musket		
Close Action	1"	+2
Short	2"	NE
Medium	4"	-3
Long	5"	-6
Extreme	6"	-9
Rifle		
Close Action	1"	+2
Short	2"	NE
Medium	4"	-3
Long	6"	-6
Extreme	8"	-9

Artillery

Range/Effect		
12pdr Field Guns		
Cannister	0–6"	+7
Short, Ball	0–12"	NE
Long	13–18"	-2
Extreme	19–40"	-9
8, 9 & Austrian 12pdr Field Guns		
Cannister	0–5"	+6
Short, Ball	0–10"	NE
Long	11–14"	-2
Extreme	15–30"	-9
6pdr Field Guns & 7pdr Howitzers		
Cannister	0–4"	+5
Short, Ball	0–8"	NE
Long	9–12"	-3
Extreme	13–28"	-9
3, 4 & Austrian 6pdr Field Guns		
Cannister	0–3"	+3
Short, Ball	0–6"	NE
Long	7–12"	-3
Extreme	13–19"	-9
3pdr Austrian Guns		
Cannister	0–3"	+3
Short, Ball	0–6"	NE
Long	7–9"	-3
Extreme	10–15"	-9

ACTIVATION

CO's rating	ROLL DICE PER CLASS PLUS MODIFIERS										
	≥12	11	10	9	8	7	6	5	4	3	2≥
Superior	1.25	1.25	Full	Full	Full	Full	Full	Full	Full	3/4	NM
Excellent	1.25	1.25	Full	Full	Full	Full	Full	Full	3/4	NM	NM
Good	1.25	Full	Full	Full	Full	Full	3/4	3/4	NM	NM	NM
Average	Full	Full	Full	Full	Full	3/4	1/2	NM	NM	NM	NM
Poor	Full	Full	Full	3/4	3/4	1/2	NM	NM	NM	NM	NM

Roll a natural 2 = NM (No movement)

- All units must roll to move
- The effect rolled modifies the movement distances relative to the type of unit.

Morale

15–19 CW	+1
0–7 CW	-1
Shaken	-1
Disordered	-2

Situations

Vacating Cover	-2
In Smoke	-1
Moved Last Turn	+1

Infantry & Cavalry Movement

Type	Road	Column	Line	General	Square Charge
Infantry	18"	8"	4"	6"	1"
Lt. Cav.	30"	15"	11"	13"	+8"
Hvy. Cav.	24"	12"	9"	10"	+8"

Disruptive Terrain

Terrain class	ROLL DICE PER CLASS				
	≥6	5	4	3	2≥
D1	NE	NE	NE	SH	DO
D2	NE	NE	SH	DO	DO(20)
D3	NE	SH	DO	DO(20)	DO(40)

Artillery Movement Distances

Type	Road	Field	Limber+Move or Move+Unlimber	Move+ Unlimber+Fire	Limber+Move+ Unlimber+Fire	Prolong/AP
12pdr Heavy	12"	3"	1"	NA	NA	1/2"
12pdr Light	16"	5"	3"	NA	NA	1"
8–9pdr	16"	7"	5"	NA	NA	1"
6pdr	18"	8"	6"	2"	NA	1-1/2"
3–4pdr	20"	9"	7"	2"	NA	2"
8–9pdr Horse	29"	13"	11"	8" (2 AP's)	6" (1 AP)	as foot
3–6pdr Horse	30"	14"	12"	9" (2 AP's)	7" (1 AP)	2"

Terrain Effects

	INF/CAV	ART		INF/CAV	ART		INF/CAV	ART		INF/CAV	ART
Light Woods	3/4	1/2	Linear Obstical	1"	3"	Gradual Slope	NE	NE	Steep Slope	1/2	1/4
Heavy Woods	1/4	NM	Ford	1/2	1/4	Slope	3/4	1/2			

LEADERSHIP & INITIATIVE

Initiative

- To test initiative, the two opposing commanders each roll 1d10 and apply any modifiers. The high modified die wins. Grand-Tac points are allotted secretly prior to the rolls.
- The two army commanders roll for initiative at the beginning of the turn.
- During the turn, Division or better commanders may contest the initiative. They roll against the active division (corps or army if attached) commander.
- If during initiative, the combined rolls (without modifiers) of the two commanders equals or exceeds 17, the turn ends immediately.

MODIFIERS

Grand-Tac	?
Attached:	
Superior	+3
Excellent	+2
Good	+1
Poor	-1

Grand-tac Initiative

	POOR	AVG	GOOD	EXC	SUP
0	1d6	1d6	1d6	1d6	1d6
1	0	0	1	3	4
2	0	1	2	4	5
3	1	2	3	5	6
4	2	3	4	6	7
5	3	4	5	7	8
6	4	5	6	8	9
7	5	6	7	9	10
8	6	7	8	10	11
9	7	8	9	11	12

class Elite	class Line	class Conscript
3d-d	2d	1d10

rating	Command Radius
Divisional	15"
Corps	24"
Army	36"

Local Initiative

Situation	Class Dice plus Mods 9	8	7	6	5	4
Normal	AA	AA	AA	NA	NA	—
In Smk	AA	AA	NA	NA	—	—
In FF	AA	NA	NA	—	—	—

Modifiers

Reacting a cavalry charge	-1	Division or better leader attached	+1

- Local initiative may be rolled by any single unit at ANY time.
- Local initiative may only be used for movement, or for forming square.
- If enemy action endangers a unit's flank, Local Initiative is mandatory.

AA = Aggresive Action
NA = Non-Aggressive Action
— = No Action

Skirmish Combat

Class Dice	Class Dice ±$screen mods ≥8	7	6	5	2–4	1≥
Elite	NE	NE	Smk	Smk	SH(20)	DO(40)
Line	NE	NE	Smk	SH(20)	DO(40)	DOR(40)
Cons.	NE	Smk	SH(20)	DO(40)	DOR(40)	DOR(40)